

## **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PS3™ FORMAT DISC:**

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing *Sonic & SEGA All-Stars Racing*™. Please note that this software is designed for use with the PlayStation®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.



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This manual was created while the game was in production, so some screenshots may differ slightly from the game screen.

# GETTING STARTED

## PlayStation®3 system

**Starting a game:** Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Sonic & SEGA All-Stars Racing*™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**HINT:** To remove a disc, touch the eject button after quitting the game.

## SAVED DATA FOR PS3™ FORMAT SOFTWARE

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Data Utility" in the Game menu.

**NOTE:** This title uses an auto-save feature. Please do not turn off the PS3™ system while the game is auto-saving your progress.

# BASIC CONTROLS

This game offers three different control schemes to operate your character's vehicles, which can be changed from either **Options** or the pause menu. Note the controller's motion sensor functionality can also be used to steer the vehicles.

**NOTE:** To use the controller, you must first register or "pair" the controller with the PlayStation®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.



### TOP TIP

When the motion sensor function is in action, you can use your controller as though it's a real steering wheel, by turning the controller left and right.

# RACER PROFILES

## SONIC THE HEDGEHOG

The world's fastest hedgehog will join the race intent on taking the number one spot. Can he also capture the honorable title in this All-Stars racing event?

### All-Star Move

Sonic transforms into Super Sonic and flies on down the course in the speed of light. He will barge rivals cleanly out of his path with a streak of golden energy.



## MILES "TAILS" PROWER

The genius mechanic with two tails. Tails will take his Tornado Racer on the track, a customized biplane that stays low to the ground.

### All-Star Move

Tornado Racer controlled by Tails will face up and perform a spin, causing a tornado that knocks rivals out of his way.

## AMY ROSE

An upbeat girl, always hot on Sonic's heels. Will she be fast enough to catch up with him on the racetrack though?

### All-Star Move

Amy gets out her Piko Piko Hammer and launches down the track at high speed. Press the Item button to swing the Piko Piko Hammer at rivals as you pass them.



## DR. EGGMAN

An evil scientific genius plays the role of a persistent maniacal villain, always foiled by Sonic. Riding on the Egg Monster, he is determined as ever to defeat Sonic and to settle the score.

### All-Star Move

Egg Monster transforms into offensive mode and takes off, and launches a series of rockets to wipe out rivals in his path.



## SHADOW THE HEDGEHOG

Created in secret to be the ultimate life form, and was actually created by Professor Gerald. He can easily rival Sonic's abilities in terms of both speed and power.

### All-Star Move

The power of Chaos Emeralds transforms Shadow into Super Shadow as he flies down the track at speed. Press the Item button to fire Chaos Spears to clear his path.



## AIAI

Taking a break from his usual banana munching, AiAi makes his way to the racetrack. How will he fare against the likes of Sonic though?

### All-Star Move

AiAi finds himself in his own monkey ball together with his friends, who dart down the track knocking rivals out of the way.

## BILLY HATCHER

After saving Morningland from the evil crows, all Billy has to prove now is his prowess behind the wheel.

### All-Star Move

With a cock-a-doodle-do, Billy's car is encased in a giant egg shell which he runs down the track squashing rival vehicles underneath.



## AMIGO

Remains the most popular Maracas artist in the music scene and holder of the title: Great Maracas King. Will his skills on the racetrack match his musical talents?

### All-Star Move

Amigo jumps on his car's hood and begins an infectious samba dance that before we know it has everybody he passes dancing and not concentrating on their driving skills.



Other characters can also be unlocked and played.

# STARTING UP

At the Title Screen, press the START button to open the Main Menu. The first time you play, a License (game save) will be created for you, and this will be loaded for you each time you play. The game will automatically save your progress to the Licence whenever you play, so you can focus your energies on honing your driving skills. Note that one License can be created per user account of the PlayStation®3 system.

At the Main Menu, you'll have the following choices:

## SINGLE PLAYER

Select SINGLE PLAYER for a one player game against computer controlled opponents, or try your hand at some tougher challenges. Here you have the following choices:

### SINGLE RACE

Choose a racer and course from those available and enter a single race against computer controlled rivals.

### GRAND PRIX

Choose a four course Cup and racer, and race to earn points according to your placement. Finish the Cup in one of the top three positions to unlock the next Cup competition.

### TIME TRIALS

Choose a racer and course, and then race a lap within the time limit to score the fastest time. You can use one High Speed Shoe Item (p.9) per lap!

### MISSIONS

Clear the goal of each mission to unlock additional missions.



## MULTIPLAYER

A PlayStation®Network account and a broadband Internet connection are required to play online matches with other *Sonic & SEGA All-Stars Racing* players, and additional controllers are required to simultaneously play various Splitscreen matches on the same screen (TV/monitor) with your friends and family.

**PLAY WITH ANYONE** Play against up to 7 matched PlayStation®Network players from around the globe.

**PLAY WITH FRIENDS** Play against up to 7 registered PlayStation®Network players and computer controlled racers.

**SPLITSCREEN** Play against up to 3 friends by pairing additional controllers.



## SHOPPING

Exchange the SEGA MILES you earn in the regular modes for additional characters, courses, and gallery items such as music tracks and movie scenes as found in the game.

Each unsold item will have a price tag attached. If you have sufficient SEGA MILES saved up, then simply press the X button to purchase.



## OPTIONS

Make changes to your game settings for a single race from the Options screen. Select an option type, and then use the directional buttons or left stick ↑/↓ to choose an item, and ←/→ to change the setting.



### SETTINGS

DIFFICULTY (BEGINNER/  
INTERMEDIATE/EXPERT)  
WEAPONS & POWER-UPS (OFF/BASIC/ALL)  
LAPS (1 TO 9)  
HAZARDS (OFF/ON)

### CREDITS

To view the list of names of people who developed, produced and published this title.

## LICENSE

### LICENSE

View your License, personal records and Trophies you've earned.

### RECORDS

View your gameplay statistics.

### TROPHIES

Browse the list of Trophies you can earn by fulfilling specific criteria.

### COLLECTION

View character and course details or listen to music. Complete your collection by purchasing new items from the SEGA shop.

### TEST DRIVE

Take a practice run with the tutorial.

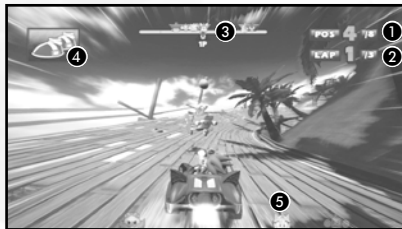


# RACING BASICS

Race around the course the required number of times and cross the finish line first to win. Pick up items and weapons along the way that can assist your progress and hinder your rivals'.

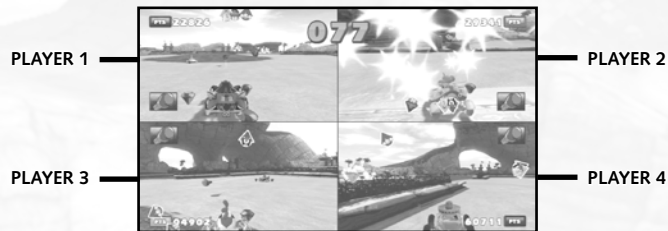
Note that Splitscreen and online competitions have different rules and display items. Please see the introduction screen for each game.

A typical game screen for SINGLE PLAYER race:



- ① Current position/Total number of racers.
- ② Current lap/Total laps.
- ③ Race progress.
- ④ Current Item/Weapon shown as current remaining quantity.
- ⑤ Players and projectiles weapons approaching from the rear.

Player arrangements for SPLITSCREEN matches:



## ITEMS & WEAPONS

Item boxes are positioned at various points around the course. These contain items and weapons that can be used to give you a competitive advantage. Simply run over the red item capsules on the course to retrieve the item inside. A new item cannot be picked up until the current item has been used so choose your timing carefully. Some of the "Basic" items are introduced below:



### HIGH SPEED SHOE

Increase your speed temporarily and smash your way through rivals.

### K.O. GLOVE

Launch a projectile that bounces off the sides of tracks and sends your rivals spinning out of control.



### ROCKET

Launch a homing rocket at the nearest rival ahead of you, flipping them over temporarily.

### MINE

Place a mine in the path of vehicles to your rear that explodes on contact or after a short time, spinning nearby vehicles.



### SHIELD

Makes an energy shield around you for a limited time or to withstand a single attack.

### GIANT ROCKET

Launch a giant rocket down the center of the track. Press the Item button once to launch the rocket then press it again to detonate while the button icon is still displayed.



### MEGA HORN

Create a destructive sound wave that flips surrounding rivals.

### CONFUSING STAR

Targets the nearest rival and confuses them by flipping their game screen upside down.



### POCKET RAINBOW

Temporarily obstruct your rivals' view with a rainbow of dazzling colors.

Projectile weapons such as Rockets can also be launched backwards to hit racers behind. This is performed by holding **↓** the left stick while launching an item. Note that some items can also appear in multiples. These can be used one at a time, or all at once by pressing and holding the Item button.

## ALL-STAR ITEMS

In addition to regular items, you may be lucky enough to uncover an All-Star Item. These are unique to each character, and temporarily give special powers to the receiving racer. Some of the moves are described on the Racer Profiles (p.4 and 5).



## ADVANCED PLAYER ACTIONS

### DRIFTS & BOOSTS

Mastering drift can help you to conquer even the most complicated of tracks making you able to perform 180 turns and build your boost by powering through the three different drift stages. Sometimes working with drift and your accelerator buttons will be the only way to master tricky corners. Hold your Drift button down as you hit the entrance to the corner, keep holding it whilst you steer through the curve and you'll see the three levels of speed boost. Try to hit the best line through the curve and watch your flame go from blue to yellow to orange for you to hit your top speeds. Mastering steering, drift and boost will make you the fastest one on the track.



- 1 Keep your finger on the Accelerator button and steer the vehicle into a bend.
- 2 Keeping your finger on the Accelerator button, press and hold the Drift button. The vehicle will start to drift.
- 3 You can now steer in both directions to control the drift. Note that the vehicle will not change its drift direction as long as both buttons are pressed down.
- 4 The vehicle will continue to drift until you release either the Accelerator or the Drift button. Boost will build during this time – release the Drift button for a sudden burst of extra speed.

#### Top Tip:

When drifting, back off your accelerator it will tighten your turn!

#### Top Tip:

Don't forget you can boost and drift at the same time!

### TRICKS

Press the Trick button during a jump to perform a mid-air trick and receive a boost upon landing. Up to three tricks can be chained in a single jump, with each bringing additional boost. Be sure to time them carefully though – land in the middle of a trick and your boost will be lost.



Each racer has their own unique set of mid-air tricks, so try playing as all the different characters to enjoy discovering them.

## MISSIONS

Missions in Single Player mode offers unique challenges with a pre-set course and racer. A selection of the Missions are introduced below:

### RACE



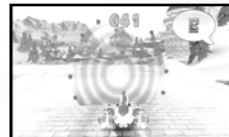
Beat your rivals in a dash to the finish line!

### COLLECT



Collect as many items as you can within the time limit.

### GATES



Pass through the correct gates to score.

### DRIFT



Drift to Score! Drifting at higher speed will increase your score faster.

### HIT CONTEST



Pick up your ammo and knockout as many targets as you can.

### ELIMINATOR



Racer who is positioned last will be thrown out of the race one by one.


## SEGA MILES

After finishing the race in any game mode, you will earn SEGA MILES based on the distance you covered and the mode that you are in. These can be exchanged in the Shopping area for extra characters, courses, music tracks etc.






# ONLINE PLAY

## LOBBY

The host player will be responsible for all of the key decision making at the Lobby screen (e.g. change game settings and when to start a race), but all clients are asked to decide their racer and press the  button to display a check-mark to notify others they're ready to start. Note that players will return to the Lobby screen after each race has finished.



## ONLINE GAME SETTINGS

If you are the host, press the  button at the Lobby screen to make changes to the online game settings. Select an option heading, and then use the directional buttons or left stick  to choose a game setting, and  to change the setting.



<b>COURSE</b>	Choose a course to compete on.
<b>LAPS</b>	Set the number of laps to decide the race.
<b>RACERS</b>	Secure the number of slots for your friends.
<b>AI RACERS</b>	Turn computer-controlled AI racers ON or OFF.
<b>ITEMS</b>	Allow the racers to use ALL, BASIC or NONE of the items (p.9).
<b>CATCH-UP</b>	Toggle the use of catch-up system, which allow racers that fallen behind a chance to quickly get back into contention.

## LEADERBOARDS (TIME TRIALS)

If you are signed in to PlayStation®Network, your best lap time and ghost replay will be sent to an online leaderboard where other online players can browse the top racers' time and download their ghost replay to improve your time.



# TROPHY LIST

Here is a partial list of the Trophies you can earn in this game. There are total of 50 objectives to earn all the Trophies and to prove you are a SEGA All-Star racer!

- **TRUE BLUE:** Earn 250,000 SEGA Miles.
- **NOW THERE ARE NO LIMITS!:** Win your first Grand Prix Cup.
- **TO BE THIS GOOD TAKES AGES!:** Win every Grand Prix Cup.
- **CLOCK WORK:** Set a Personal Best Time on every Time Trial course.
- **MEGA DRIVER:** Score "AAA" on any mission.
- **ROBOT DANCE:** Defeat the giant robot?
- **RACING HERO:** Win any race online.
- **DEATH ADDER:** Take out opponents with items forty times online.
- **SEGA WORLD:** Play on each course in Grand Prix, Single Race or Time Trial Mode.
- **WHEELIE GOOD:** Perform a six second Wheelie.
- **ROAD RAMPAGE:** Take out three opponents with one All-Star move.
- **UP'N' DOWN:** Take out a racer by manually directing an item.
- **WONDER BOY:** Win a race by crossing the finish line in reverse.
- **AMBER DE AMIGO:** Earn 500,000 SEGA Miles.
- **WELCOME TO THE NEXT LEVEL!:** Win every race within a Grand Prix Cup.
- **TIME STALKER:** Set a Personal Best Time on any Time Trial course.
- **SHADOW DANCER:** Defeat a Staff Ghost on any Time Trial course.
- **CRAZY BOX:** Pass every mission.
- **DREAMARENA:** Play with a friend online.
- **OUTRUNNER:** Lap a trailing player in a race online.
- **HIGH ROLLER:** Purchase every item from the Shopping Menus.
- **TRIPLE TROUBLE:** Perform three Tricks in one jump and make the landing
- **POWER DRIFT:** Perform a ten second Drift.
- **AFTER BURNER:** Take out three opponents with a single triple item.
- **STREETS OF RAGE:** Take out an opponent by ramming them off the course without using an item.
- **ALTERED BEAST:** Win a race while using an All-Star item.



# COURSES

## WHALE LAGOON

A relatively simple course set in the familiar Seaside Hill zone, a tranquil, coastal area made up of calm ocean, long beaches, green grass, and home to whales and scores of vicious mechanical crabs. Oh yes, beware of the vicious mechanical crabs. They'll try to get in your way. Also be wary of bumpers and the course breakaway at the start.



## TURBINE LOOP

A deceptively simple looking course running through the metallic madness of Dr. Eggman's diabolical Final Fortress, a huge aircraft containing automated manufacturing plants and protected by rotating gun turrets. Beware of patrolling robots and laser gates – Dr. Eggman must be expecting visitors.



## ICICLE VALLEY

A straightforward course through the icy battlements and curving wooden bridges of Blizzard Castle, a wintry world built around an active volcano. Carefully navigate the ice caves and avoid falling into the deep caverns that lie beneath the track. Giant eggs are best avoided if you want to finish first.



## OUTER FOREST

An eerie course around the grounds of the notorious Curien Mansion. Enjoy a micro-tour of the mansion's interior before taking in the surrounding graveyards and the old church. Hey! Who left those headstones there?!



## TREETOPS

An intricately designed course intended for monkeyballing, but now converted to decide who's the ultimate speedster of the jungle. With sharp turns to take one after another, the use of drifting will be the decisive factor on this track. Banana peels are found everywhere, which is a normal racing condition in a jungle course filled with monkeys.



## SUNSHINE TOUR

A colourful and bizarre-looking course cruising in and out of Amigo's music video set will be a carnival for sure. Take precautions when you are about to enter the mysterious portals which blindly throw participants on to the next set. If the rhythm takes control, you may feel a sudden urge to grab a pair of maracas...



## SHIBUYA DOWNTOWN

A futuristic city course of Tokyo-To. The hottest and ever growing district is conveniently connected to elevated highways that are still under construction. Normal traffic is present, which requires quick steering to avoid. On this course, racers will learn whether they prefer traveling on the road or soaring above it, or both.





# NOTES

# LIMITED WARRANTY

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## Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: [www.sega.com/support](http://www.sega.com/support)
- Telephone: 1-800-USA-SEGA

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